USE CASE 1	Buy Coffee	
Goal in Context	After ordering coffee and paying drinker receives coffee.	
Scope & Level	Coffee machine, drinker	
Preconditions	None.	
Success End Condition	Drinker received a drink, machine received payment.	
Failed End Condition	Machine did not receive payment, drinker did not receive coffee.	
Primary, Secondary Actors	Drinker None	
Trigger	User orders coffee using an app.	
DESCRIPTION	Step	Action
	1	Drinker chooses "buy coffee"
	2	Drinker chooses coffee type
	3	Drinker selects size of the drink
	4	Drinker selects amount of sugar
	5	Drinker pays for the coffee
	6	System prepares beverage
EXTENSIONS	Step	Branching Action
	3a	System raises an error as the drink size is not available (no cups)
	4a	System raises an error as there is no sugar available
SUB-VARIATIONS		Branching Action
	1	Payment can be made using several different payment methods.